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SUDOKU 2007
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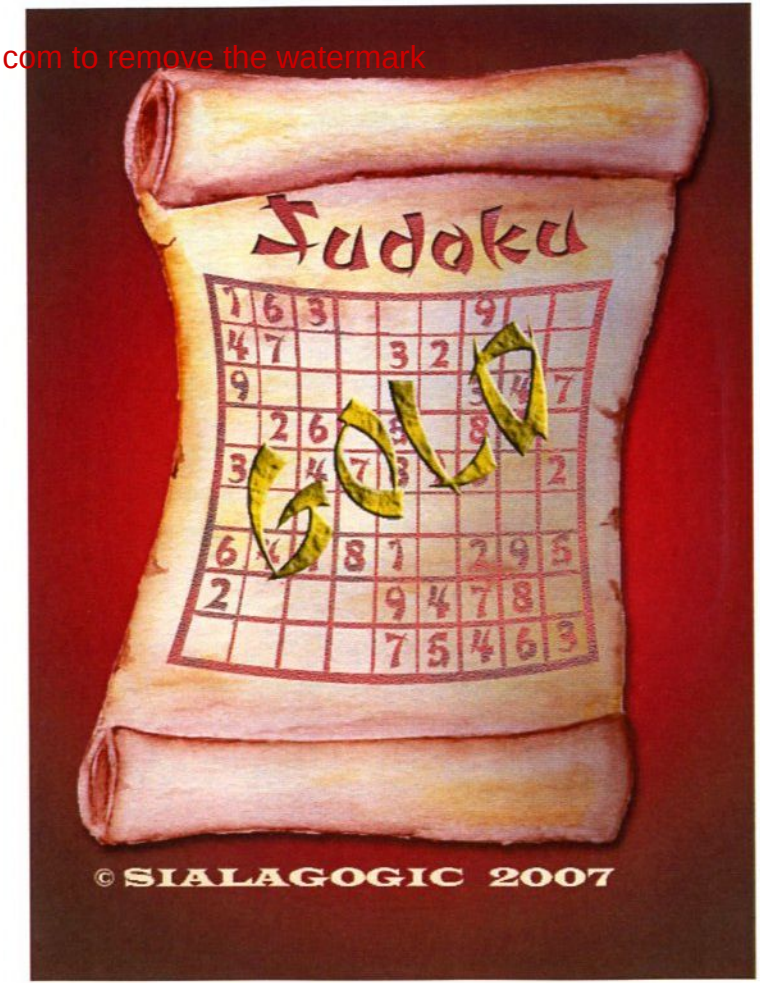

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Thank you for buying this product. (Gratitude not valid if product was stolen).

This game has been sporadically tested and provides an adequate level of enjoyment. By reading this manual you may be able to increase your level of enjoyment.

Now might also be a good time to remind you that there is no money-back guarantee for this product.

WARNING

- Don't expose this game to extreme temperatures.

- Don't clean this game with anything that could damage it like paint thinner, certain solvents or a flamethrower.

- Don't soil the connectors by touching them with dirty hands. Don't soil them any other way either.

- Don't play this game while operating heavy equipment.

THE STORY OF SUDOKU

Sudoku has a history shrouded in mystery. In the 1700's a mathematician named Leonhard Euler was abducted by aliens. He overpowered his captors and stole knowledge of their advanced grid system. He dubbed it "Latin squares" after his Latin speaking colleagues.

The aliens fled and spent centuries refining and updating their grid technology before finally returning to earth. They added logic limitations on what values could appear in the grid and where. As part of an advanced physics experiment, they divided the grid into sub-grids and added even more logic constraints.

In the mid 1980's, an alien ship carrying this advanced technology crashed into a fishing vessel off the coast of Japan. The captain of the boat asked the dying aliens if the grid could be used to find more fish. They said "No!", and with their dying words they said "Suuu Dooo Kew".

The goverments of many western nations have secretly ordered prominant newspapers and software developers to publish these grids in as many places as possible, with the hope that someone can figure out their purpose.

CONTROLS

Title Screen:

- Press the Select button to select an action.
- Press the Start button to perform that action.
- If "Select Puzzle" has been selected, press up or down on the control pad to choose which puzzle to play.

Game Screen:

- Move around the grid using the control pad arrows.
- Press B to change the current value. It can be 1..9 or blank.
- Press A to place the current value on the grid where the cursor is. If a value was already at that position, it will be overwritten unless the value is fixed.
- Press Select to pause the game.
- Press Start to evaluate the current board.

Credits and Instructions Screen:

- Press the Start button to return to the Title Screen

Pause Screen:

- Press the Select Button to return to the game.
- Press the Start Button to abort the game and return to the title screen.

GAME PLAY

Sudoku is a logic based puzzle game. The goal is to fill a 9x9 grid with the values 1..9 in such a way that:
- The values 1..9 only occur once on each horizontal line.
- The values 1..9 only occur once on each vertical line.
- The 9x9 grid is broken into 9 smaller 3x3 grids, and the values 1..9 only occur once in each of those smaller grids.

Each puzzle has only one possible correct outcome. You can determine if you are finished by pressing the Start button to evaluate the board. After the board is evaluated, the "Squares to Go" field will indicate how many values are empty or incorrect. When that value is zero, the puzzle has been solved. Each time the board is evaluated, a 5 second penalty is added to the timer.

Hint: Evaluating frequently can signifigantly penalize your total time. However when faced with a guess, sometimes it is best to evaluate the board, then make the guess then evaluate again and see if the "Squares to Go" field has decreased as a result of your guess.

Puzzles 1..40 are easy 41..80 are medium and 81..99 are hard.